

Game Design Mockup:

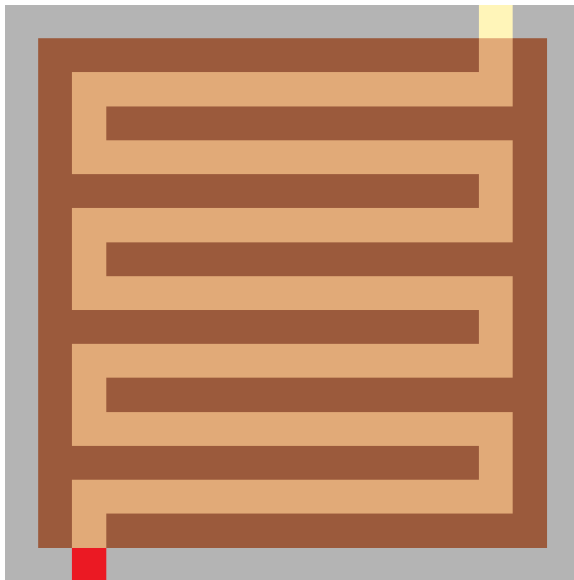
Map Designs:

Maps are 17x17 to allow for a border where an entry and an exit can be embedded (play area is 15x15).

Easy Map (v2):

Playable land - 126

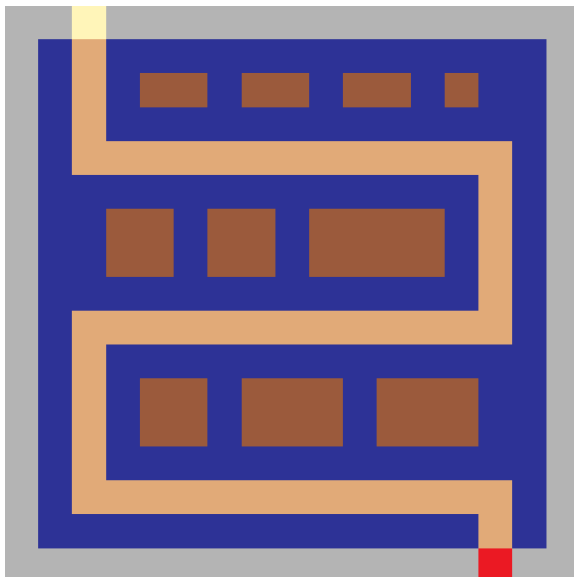
Enemy path length - 99



Normal (v1):

Playable land tiles - 44

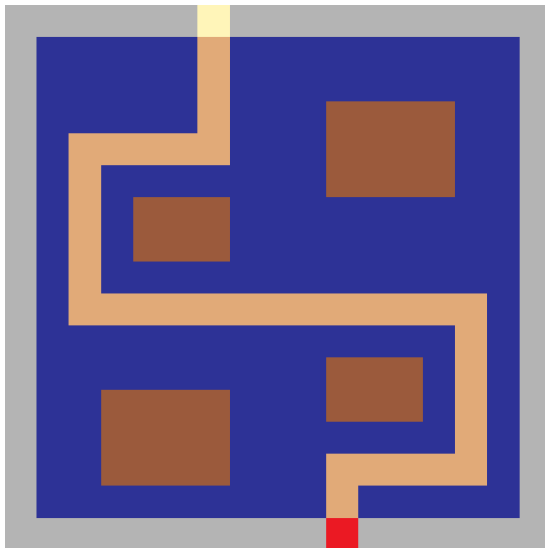
Enemy path length - 51



Hard (v2):

Playable land tiles - 36

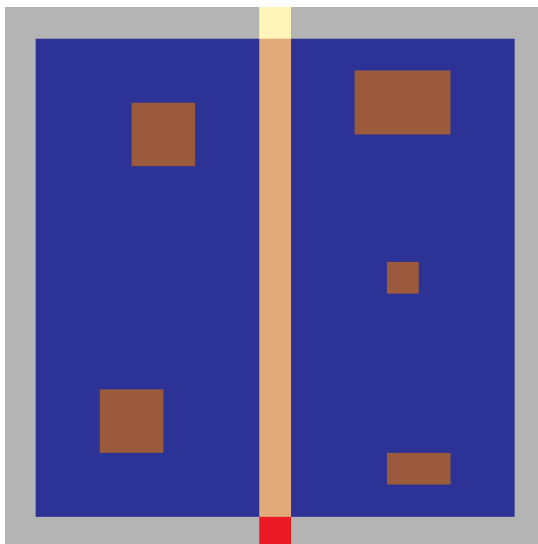
Enemy path length - 35



EXTREME (v3):

Playable land tiles - 17

Enemy path length - 15



Towers:

Default Tower (v1):

- 10 damage
- "Normal" fire speed
- 500 cost

Boat Tower (v1):

- Disabled/Hidden on Easy Map
- 10 damage
- "Normal" fire speed
- 1500 cost

Heavy Tower (v2):

- 50 damage
- "Slow" fire speed
- 3000 cost

Lightning Tower (v2):

- 5 damage
- "Fast" fire speed
- Damage chains to three nearest enemies
- 4500 cost

Flame Tower (v2):

- 10 damage
- "Normal" fire speed
- Damages
- 2000 cost

BUGM3LT3R (v2):

- 75 damage
- "Normal" fire speed
- 10000 cost

Enemies:

Roach (v1):

- 50 health



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Beetle (v2):

- 100 health



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Mosquito (v2)

- 20 health
- Usually appears in swarms



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Metal Roach (v2):

- 50 health
- Immune to damage, except from the flame tower



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Praying Mantis (Boss):

- 1000 health



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Waves:

Wave 1 (v1):

- 5 roaches

Question Examples:

Math:

- (*String*) What is 11x11?
 - (*int*) Answer: 121

U.S. Capitols:

- (*String*) What is the capital of Alabama?
 - (*String*) Answer: Montgomery
- Montpelier is which state's capital?
 - (*String*) Answer: Vermont

Periodic Table:

- (*String*) What is the atomic symbol for Helium?
 - (*String*) Answer: He
- (*String*) What element has Be as its atomic symbol?
 - (*String*) Answer: Beryllium